



Camp Rainey Mountain

2009

2009 Summer Camp Program Guide

For youth and adult leaders

Northeast Georgia Council

Boy Scouts of America



Dear Scouter,

Welcome to the Summer Camp 2009 Program Guide! We are excited about the wonderful opportunities that we can offer you and your Scouts! We had a fantastic year in 2008 and are planning a great camp in 2009!

*This manual contains important information about your troop's or crew's stay at our camp. **Please make it available to the leaders, parents, and youth leadership of your unit.** Plan to take the time to read thoroughly and digest the information contained in this Program Guide. It contains the answers to most of your questions and is the best way to be prepared for summer camp.*

*We are once again assembling an excellent staff to support your troop or crew in 2009. They are " **highly motivated and truly dedicated**" to making the program a success. We think that you'll agree that your unit's summer camp experience will be an exciting adventure they will never forget.*

On behalf of the Council Camping Committee and Council Advancement Committee, we thank you for committing a part of your summer to the youth in your unit. We have worked very hard to provide a quality summer camp experience for your Scouts and leaders.

Again, we urge you to share the information in this guide. It is provided to prepare your Scouts and their parents. Please share this information with them so that the Scouts will gain the most benefit from their camp experience.

We look forward to seeing you at camp this summer!

Yours in Scouting,

Robert Harwell
Camping Committee Chairman

Brian Parker
Council Program Director

Ed Foster
Council Advancement Chairman

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FORMS SECTION: (also see website forms on the Summer Camp Page)

- Class I & II Medical Form
- Class III Medical Form
- Local Tour Permit
- Inspection
- Whitewater Kayaking Release Form
- High Adventure Roster
- Course Registration Form
- Camp Payment Form
- Unit Swim Classification
- Camp Registration Form
- Map
- Daily Schedule

Other Program Opportunities:

- ☐ **Ranger Camp** 2009 at Camp Merrill, Dahlonega, GA
- ☐ Camp Staff Opportunities
- ☐ CRM Alumni Association

Why Summer Camp

You can't take the "Outing" out of Scouting. The outdoor program is a feature about Scouting that appeals to boys, and a week at summer camp is a mountaintop / lakefront experience. No young man has ever forgotten the experiences from summer camp. Consider also that a unit on its own can't duplicate the program, facilities, and equipment. Our camp provides a variety of programs, air-conditioned dining hall, fully stocked trading post, **NEW** showers and restrooms and other facilities to match your unit's needs and desires.

Program - Our advancement opportunities are second to none! New Scouts can take advantage of our TNT program to work on their Tenderfoot, 2nd Class, and 1st Class rank requirements. All Scouts may work on merit badges toward advancements. Advancement is a prime reason a boy stays in Scouting...it is a measure of his success in the program. We recognize that no two Scout troops are alike. That's why Scout troops can develop a program at our camps that suits their individual needs.

Staff - We have enthusiastic, well-trained staff members available to assist your troop with our program - whether for fun or for training. We begin the selecting and training process for next summer as soon as

the previous summer ends. Training is an ongoing process, which directly relates to your troop's successful summer camp experience.

National Camping Standards - A team that represents the National Office of the Boy Scouts of America inspects our camps. We pride ourselves for not only meeting but exceeding all standards and regulations. Strict health and safety standards are maintained at all times. Emergency facilities are available and trained medical personnel make medical checks.

Food - professional cooks manage our camp's food service. Three well-balanced meals are served every weekday by our enthusiastic staff.

As you turn through these pages, let us show you why Camp Rainey Mountain is the camp you want to experience. Please read this guide thoroughly, write down any questions you may have, and then read it again. If you still have questions, please do not hesitate to contact us.



Camp Program

TNT, The New Scout Trail

This is for new Scouts or “first-year campers” who have yet to reach the rank of First Class. The TNT course is a great way for your new Scouts to get that advancement jump-start they need. Tailored to fit the individual Scout's needs, each scout will be placed in a patrol that fits him.

Merit Badge Opportunities

This is an opportunity for Scouts to select from a list of many merit badges. Please note that some badges are more difficult than others and a **minimum age or camp experience** may be ***recommended for the Scouts own benefit***. Lets keep camp a fun experience, and not just “school work”!

Venturing Advancements

A growing number of older Boy Scouts are becoming Venturers and other youth are joining directly into the Venturing program. We would like to extend to them the opportunity to participate in our program toward their advancements. We have several classes designed to help them toward their Ranger award. Some classes are designated as Venturing specific and others are Boy Scout classes that may require additional work beyond the scope taught in camp. Regardless, a Venturer will be challenged and enjoy a week at Camp Rainey Mountain. See page 14 for further info.



High Adventure

At our camp, we offer several High Adventure programs for Scouts. To participate in the Climbing, COPE or Whitewater Kayaking program, a Scout must be at least 14 years old by January 1st, 2009 and have attained the rank of First Class. **ALL High Adventure participants must have a Class III physical** (BSA Form# 34412A).

“This is by far the best of the 5 camps we’ve been to!”

– Glen Long, Troop 8, Greater Alabama Council

How To Be Prepared for camp



1. Before camp, know each Scout's advancement status.
2. Determine which Scouts will participate in the High Adventure Program.
3. Process your unit's *Merit Badge Course Schedule* using Online Coursework Registration in March.
4. Work on prerequisites before coming to camp.
5. Use the Patrol Method.
6. Let the more advanced Scouts help the younger Scouts.
7. Keep accurate advancement records.
8. Set a goal with each Scout...challenge him to do his best.
9. **Hint! – Hold a swim classification test prior to camp.** See “Swim Classification Procedures” # 19-122 in the back of this guide. **(This can streamline your Sunday check-in.)** This was very successful in 2008 Note: Every Scout in camp must take or have taken the swim test.

See the “Program Section” of this guide for additional information and instructions on coursework registration.



GENERAL INFORMATION

Plan Ahead!

What Scouts should bring to Camp

- ☐ Scout Field uniform – Complete with: shirt, shorts, belt, socks and T-shirts.
- ☐ Medical form including insurance number, parents' signature and their SS#.
- ☐ Extra clothing - socks, underwear, shoes, etc.
- ☐ Sweater or jacket (YES, We are in the MOUNTAINS!!)
- ☐ Rainwear (*We recommend a poncho*)
- ☐ Sleeping bag or bedding
- ☐ Swim trunks
- ☐ Soap, comb, toothbrush, towel and other personal items
- ☐ Scout, or Ranger Handbook, pens, pencils, notebooks, merit badge books
- ☐ Money for crafts, Trading Post, cokes, snacks (*\$57 is recommended*)
- ☐ Other items such as camera, compass, pack, flashlight, insect repellent, etc.

Leader's Planning Outline

- ☐ Read the Leader's Guide carefully and thoroughly
 - ☐ **Plan your troop's program.** Sign scouts up for TNT, Merit Badges, High Adventure or the Scoutland Aquatics Outpost programs online
 - ☐ Have your patrol leaders' council review the guide
 - ☐ Obtain medical forms from all Scouts and leaders. Be sure that their family insurance number, social security number and parents' signature is included.
 - ☐ Unit flag & US flag
 - ☐ Make sure you have your unit's proof of accident insurance (Northeast Georgia units are covered.)
 - ☐ Arrange two-deep leadership for camp and traveling.
 - ☐ **Discuss with parents:**
 - Time, place, and date of departure and return
 - The camp mailing address
 - The camp Emergency phone number
 - Directions to camp
 - How and when their son's medical form should be completed
 - (The original should be copied and left at home; the copy should be brought to camp.)**
 - Camp fees and money needed for program items.
- Phone calls by Scouts to home is DISCOURAGED!
(Typically a homesick scout does not improve if he calls home.)

"Our troop enjoyed our stay during Week 2, the staff was great!"

--Stan Crane, Troop 54, Lawrenceville, GA

Summer Camp Planning Calendar



Below are some important dates to remember in planning for Summer Camp 2009.

October

1 **\$250.00 Troop Registration Fee** is due to the Jefferson Council Service Center.

Popcorn Fundraiser – Raise money for camp by participating in the Council Popcorn Fundraising event this fall. Participate in the camp card program in March so scouts can earn their way to camp.

November

Set aside one troop meeting to discuss summer camp programs and sign up for courses to take. Use the **Course Worksheet** found in the forms section of your program guide to obtain each scout's desired schedule.

January

Collect and send in your first payment of campers' fees early! Fees are \$75.00 per scout for the first payment. You must make the February 1st payment in order to receive your Online Coursework Registration login information.

February

1 **First payment due** \$75.00 per scout

26 Scoutland Weeks 1 & 2 begin Online Coursework Registration

March

3 CRM Week 1 troops begin Online Coursework Registration

5 CRM Week 2 troops begin Online Coursework Registration

10 CRM Week 3 troops begin Online Coursework Registration

12 CRM Week 4 troops begin Online Coursework Registration

17 CRM Week 5 troops begin Online Coursework Registration

19 CRM Week 6 troops begin Online Coursework Registration

24 CRM Week 7 troops begin Online Coursework Registration

Collect and send in your second payment of campers' fees along with any High Adventure Fees. Fees are due April 1st.

April

1 **Second payment due** \$75 per scout is due (postmarked by Apr. 1). Fees paid after the second payment due date should include an additional \$5 per scout late fee for this payment.

May

Collect and send in your third payment of campers' fees as well as the fees for any *New Webelos Crossover Scouts* and Adult Leaders' fees. Fees are due June 1st.

June

1 **Third payment due** \$55 per scout in council or (\$80 out of council) is due (postmarked by June 1). Fees paid after the third payment due date should include an additional \$5 per scout late fee for this payment.

WEEKS 1 & 2 participants should make their third payment and balance of fees payment upon arrival at camp.

New Webelos Crossover Scouts and all ADULT fees due upon arrival at camp along with any merit badges and High Adventure Courses. See Program Guide for calculating total adult leaders' fees. Any other balances of fees is due upon arrival at Camp

May 31 – June 6 CRM Staff Training Week

7 - 13 CRM Week 1 Scoutland Staff Training Week

14 - 20 CRM Week 2 Scoutland Week 1

21 - 27 CRM Week 3 Scoutland Week 2

28 – July 4 CRM Week 4

5 – 11 CRM Week 5

12 - 18 CRM Week 6

19 - 25 CRM Week 7

CAMP RULES

Although the SCOUT LAW and OATH should be the only rules a Scout needs the following is a list of policies and standards that have been established to ensure that our Camps continue to maintain our excellent safety record:

1. B.S.A. Youth Protection Guidelines apply in camp! Make sure that ALL Leaders and **Parents** are REQUIRED TO BE TRAINED!
2. NO radios, CD players, MP3 players, or video games. "Talk-about" type two-way radios are **NOT** allowed or to be used by Scouts (leaders are O.K. with *discretion*), as they are the official communications system of the Camp Staff.
3. NO rock throwing of any kind.
4. NO fixed-blade sheath knives allowed.
5. NO firearms or any kind of ammunition may be kept in the possession of any Scout or Adult.
6. NO fireworks of any kind should be in camp.
7. NO pets or other animals should be brought to camp. (Seeing eye dogs excepted)
8. Do not use aerosol cans in campsites.
9. All white gas lanterns, propane lanterns, stoves, etc., are to be filled and stored ONLY by adults. Fuel must be secured and locked away.
10. All cars will remain in the parking area while at camp. The only exception will be service vehicles and those used to transport handicapped Scouts and adults.
11. NO Drugs or alcoholic beverages are allowed at camp.
12. NO fires or open flames are allowed in tents, adirondacks, cabins, or any other structure at camp.
13. SHOES MUST BE WORN AT ALL TIMES in camp.
14. Anyone leaving camp at any time must sign out in the camp office.
15. Each unit must have adult supervision (over 21) at ALL TIMES while at camp (minimum 2 adults).
16. Medication for Scouts is to be kept at the Health Office and is to be administered by the Health Officer.
17. NO smoking in any buildings or in the presence of Scouts.
18. The Scout Uniform, correctly worn, (shirts buttoned and tucked in!) is the most proper dress.
19. All Scouts are to behave at all times in accordance with the Scout Oath and Law. Campers, Leaders & Adults who do not act like Scouts are subject for review by their local Scout leaders and the camp management. Scouts who violate laws or endanger other Scouts may be asked to leave the camp immediately. This decision will be the responsibility of the individual Scout's leaders and/ or parents to remove the Scout from the camp within a designated time decided by the Camp Director. Extended periods in camp will not be allowed unless other circumstances are involved that are not within the control of the camp management. If a camper, leader or adult is sent home, no refund will be given for program or services missed.
20. Camp should be operated for all in attendance in accordance with the information in the **Guide to Safe Scouting and Youth Protection Training**. Any violation of these guidelines is to be reported to the Camp Director or his designee. All unit leaders are expected to follow these guidelines at all times. (The Guide To Safe Scouting is available on-line)

"The Camp Staff was great and, as always, very helpful with making the week a great success. All departments made sure that camp was the best it could be." — Glen McGee, Troop 737, Summerville, SC

DRUGS and Alcohol: Drug laws will be strictly enforced according to the criminal code of the State of Georgia. Alcohol use is strictly prohibited on Northeast Georgia Council, BSA property.

FIREARMS: Firearms and ammunition are available at the camp for use **ONLY** on the rifle / shotgun range. **NO OTHER FIREARMS WILL BE PERMITTED IN CAMP.** **Do NOT** bring your personal firearms or bows.

IMMUNIZATION: The State of Georgia Immunization Unit requires all attendees to have adequate immunizations. Many teenagers are not fully protected against all preventable diseases such as measles, mumps, and rubella. Those listed on the medical forms must be obtained prior to arrival at camp.

UNIT LEADERS: Each unit must have two registered adult leaders in camp at all times. One leader must be at least 21 years of age and the other leader must be at least 18 years old. In most cases the committee will be able to secure the services of their regular unit leader. Quality, trained leadership is a prime committee responsibility and will be paramount to the success of your unit in camp, and of course TWO ARE BETTER THAN ONE. Many committees have been successful in arranging for two or more leaders to go to camp. Both have more fun and the operation of the troop becomes more efficient. If there is a substitution of the troop leader (over 21) then there should be an overlapping period of time during which both adults are in camp in order to maintain program continuity and adult supervision over the troop at all times.

Troops should bring U.S., Troop, and Patrol Flags.
Remember, camping is done using the Patrol Method.



Camperships

The Northeast Georgia Council has a limited number of Camperships available for Northeast Georgia units that participate in our annual **Family Enrollment, Trails End Popcorn Sale** and the **Camp Card Sale**. These camperships are endowed by funds raised in these two sales. Camperships are available by application using the **"Specific Assistance Request Form"**.

Some Scouts or families may give you an excuse as to why they are not attending camp. Please discreetly investigate, and if it is a financial issue let them know of available funding.

See the "Fees Section" of this guide for more information on campers fees.

Please don't let any of your Scouts stay at home because of financial need!

"You have a beautiful, beautiful property!"
Debbie Baker Robinson, Troop 128, South Florida Council



HOW TO REGISTER YOUR UNIT

To register for camp, contact the Program Director at the Northeast Georgia Council office in Jefferson, GA. At (800) 699-8806. A \$250.00 per unit fee it is required to register for camp.

The \$250.00 registration fee must accompany all unit summer camp registration requests. Campsites are reserved on first-come first-served basis. Campsite requests received without the \$250.00 registration fee cannot guarantee your registration.

We receive many requests beyond our capacity. It is important to keep us informed of any changes in your unit's projected attendance.

\$75 per scout is due by February 1, 2009 to continue to hold your reservation and to begin coursework registration online. **Troops not meeting this deadline may not receive their Online Coursework Registration UserID and Password in time to begin registering scouts for their courses.**

Changes in unit's actual attendance may cause the unit to be moved to another available site and / or share the site with another unit.

REFUND POLICY

If your unit cancels its reservation before March 1st, then any money beyond the initial registration fee will be considered for a refund. **Registration fees are non-refundable.** Any reservations canceled after April 1st will be considered on an individual basis only. Individual partial refunds will be considered only in the event of illness and if the Council Program Director receives a written request within two weeks following the troop's week at summer camp. All refund requests after June 1st are subject to a minimum of \$28 administrative cost per Scout. Refunds will be processed as soon as possible after the camping season, but could be as late as October. All refund requests should be addressed in writing to the Council Program Director at the following address:

Council Program Director
Northeast Georgia Council
PO Box 399
Jefferson, GA 30549

NO REFUNDS WILL BE MADE AT CAMP

Early Arrivals / Late Departures

We are happy to work with your travel plans. Should your unit need to arrive early or depart later than normal, you need to make prior arrangements with the Camping Department at the Jefferson Service Center. Units arriving on Saturdays or staying past Saturday noon will be charged an additional \$5.00 per person. Units arriving early or staying late are responsible for providing their own leadership, medical support, and meals.

Please use the CRM Fees Worksheet found in the "Forms Section" to maintain your troop's payment records.

2009 FEE SCHEDULE

CAMP FEES: \$205 In-Council Scouts;
\$230 for Out of Council Scouts

By Registering to attend, troops agree to make the following fee payments as scheduled:

#1 \$75 per Scout for payment postmarked by Feb 1.

#2 \$75 per Scout for payment postmarked by April 1.

#3 \$55 per Scout *in council*, (\$80 out of council) for payment postmarked by June 1.

By registering to attend a Northeast Georgia Council Summer Camp, the troop must make the February 1 payment in order to maintain its reservation. A late fee of \$5 per scout should be added for fees paid after the due date.

The Balance of camper fees, High Adventure fees, Adult Leaders' fees, and additional program fees is due on Sunday of your arrival.

Additional fees may apply for certain programs, merit badges, and high adventure.

Leaders' fees are \$120. A \$10 discount towards the total leaders' fees will be applied for each youth attending camp (In other words, for every 12 youth attending camp, one leader may attend at no charge!). Leaders' fees are due upon arrival at camp.

Troop Registration Fee: Troops must pay the non-refundable \$250.00 registration fee to receive reservation confirmation. Camp Administration reserves the right to change your campsite assignment at any time if your troop's projected attendance greatly differs from actual attendance. We will notify you of any necessary changes in as far in advance as possible. Registration fee is due on the day of your registration.

High Adventure Fees - Additional fees apply. See the course catalog for specific fees. High Adventure fees are upon arrival at camp.

Merit Badges Fees – Scouts should bring the proper amount of spending money for items marked "trading post purchase" in the Course Catalog for various kits or items in the Camp Trading Post. **These items are not prepaid or pre-purchased** through the camping office. See the Course Catalog for details.

These courses have additional fees which must be paid with the balance of your campers fees when you arrive: Archery, Rifle, Shotgun, Golf, Metalwork, COPE, Climbing, Goldrush, Mountain Trek, White Water Kayak, Power Boat Extreme, Sailing Adventure or White Water Canoeing.

Webelos Crossovers and New Scouts - may pay the June 1 discounted price provided all camp fees are paid by June 1. Please submit a copy of their Boy Scout Application with their fees in order to receive their discounted prices.

Camperships are available to assist with the financial needs of Northeast Georgia Council Scouts see campership section in this guide. These funds are available because of the annual Discount Card sale and Trail's End Popcorn. Thanks for participating!

Adventure Troop is for the individual Scout who cannot attend summer camp with his own troop. Adult leadership is provided for these Scouts to ensure that they have the same opportunities afforded other Scouts. The Adventure Troop will be available during the fourth and seventh weeks. There is an additional \$20 fee.

Early Arrivals / Late Departures \$5.00 per person per day.

Refer to the previous section for our refund policy.

Please use the CRM Fees Worksheet found in the "Forms Section" to maintain your troop's payment records.

MEDICAL FORMS AND PHYSICALS



Each Scout and leader must submit a completed medical form upon arrival at camp. There will be no exceptions regardless of amount or degree of activity. An official copy of BSA medical forms for youth and adults can be found on line. Scouts and Scouters under age 40 must have a current health form good for a three-year period Class II (Form 34414). Adults 40 and over and

High Adventure Participants must have a completed yearly physical form Class III (Form 34412A) in accordance with BSA policy. Whitewater Kayaking participants have an **additional required form**, provided in the forms section of this guide.

SPECIAL HINT: Bring a Photocopy of the original medical health form and leave the original at home!

Anyone arriving without a doctor's examination will be required to secure such, at his/her own expense, before he/she will be checked into camp.

Please be sure that the parents have signed the medical forms and accompanying notes when appropriate (see above.)

Caution: The forms are not valid without these signatures.

Campers requiring hay fever, insulin or similar treatment must provide the prescribed medication and make special arrangements in writing with the Camp Director to have these medications administered.

ALL medications must be turned into and administered by the Camp Health Officer. Scoutmasters are expected to pick up all medication **and medical health forms** at checkout time on Saturday.

Medical expenses incurred by Scouts and adult leaders while in camp (doctor bills, hospital fees, etc.) will be billed to the home of the person receiving treatment. If the family does not have appropriate insurance coverage, they may turn the bill over to the troop to be paid by the troop's insurance policy.

REMEMBER: All troops must bring proof that they have medical insurance! Northeast Georgia troops **ARE** covered under a council policy.

In the event of a non-life-threatening injury or illness the troop will be asked to provide transportation to the local doctor or hospital.

Photocopy a Class I, II, or III Health History/Medical Form from the "Forms Section."

"Six of my scouts and I just returned home to Florida from going on the Rainey Mountain trek on the Bartram Trail in North Carolina and Georgia. We had a great time. Please note that your trek staff was excellent and well trained."

– Elliott Jones, Scoutmaster, Troop 503, Vero Beach, FL.



Camp Rainey Mountain

Emergency Procedures

The purpose of this plan is to familiarize staff members or any person reading this plan on the emergency procedures to be conducted in the event of an emergency. This plan will cover following possible situations, protective measures, and how situations will be handled: a missing person, fire, tornado or windstorm, epidemic or mass illness, serious accident or fatality, and special hazards.

In the event of a missing person, fire, tornado, windstorm, epidemic or mass illness, serious accident or fatality, or special hazards, use the following procedures:

- *When the alarm is sounded, **Campers will hear three cannon blasts**, and then **ALL Scouts** should report to their campsite. Staff will report to the Administration Building.*
- *Staff will send a runner to each campsite with instructions.*
- *Scout leaders should make a roll call and report any missing persons to the Staff runner.*
- *Instructions may require Scouts to go to the Headquarters Building or Holder Dining Hall in case of weather-related emergencies or to the Waterfront in the event of a lost swimmer emergency.*
- *In the event of **High Temperature** and **High Humidity**, Scouts and leaders should drink plenty of fluids. Each person should drink as much as four (4) quarts of water a day. Even those in top physical condition should avoid strenuous exercise and long hikes.*
- *In the event of **High Humidity**, the camp health officer will remind Scouts and leaders at each meal to drink plenty of water.*
- *In the event of **Lightning**, all aquatic activities will halt and all participants will move to the nearest shelter, **Not A Tree**. When the storm passes, Scouts will be advised by the aquatic director as to the resumption of their activities.*
- *In the event of a **Chemical Spill**, the Fire Department and Sheriff Office will be notified.*

THE NIGHT OUT

On Thursday night your unit will have the opportunity to cook over an open fire in your own campsite. Thursday night is staff night off. Between 4 PM and 5 PM Thursday afternoon, you are welcome to send Scouts to the dining hall to pick up fixins' for a great campsite meal. Please be sure that you pick up any other supplies - Dutch ovens, etc. - from the Quartermaster ahead of time. Remember, you must pick up your dinner supplies from the kitchen by 5 PM. ***Many units use this meal as a chance to order food from town or to go out to dinner***, please see the ads in this guide and the handout at camp for "Scout Friendly" locations and Special Discounts and Coupons.

(Those on the Whitewater Raft Trip will be provided a meal before returning to camp.)

PHOTO OPPORTUNITY

When your unit arrives at camp Sunday, you will be given the opportunity for **YOU** to take a Unit photo. This is a great way to preserve those priceless memories. We do not take unit photos so be prepared with your own camera.

PHOTO / IMAGE

See release form in forms section.

TRADING POST

Our trading posts are well stocked with the supplies that you need. We also have uniforms, crafts, personal toiletries, and souvenirs such as T-shirts, hats, patches, knives and other camping gear. We have soft drinks, snacks, and munchables. Of course we accept cash, checks, MasterCard, Visa, and Discover, some scouts bring pre-loaded cards. Based on past camps we recommend that Scouts bring \$57.00 plus fees for additional classes.

BARRIER FREE

The Northeast Georgia Council has dedicated time and energy to make our camps the finest and most accessible facilities anywhere.

The Johnson & Johnson Barrier Free Campsite at Camp Rainey Mountain is part of that commitment. This campsite is available to units who have members with special needs. It is reserved on a first come first served basis. If it is not available for the time your unit is scheduled for please contact the Council Program Director for other possible alternatives for your need.

The Johnson & Johnson site is located near the waterfront area adjacent to the Russell campsite. This central location makes it easily accessible to nearly all other areas of camp. The site is equipped with four extra-large 3-man tents that are fully wheelchair accessible. Special needs facilities (showers & bathrooms) are also located at the Johnson & Johnson site. These restrooms are conveniently available for the use of special needs Scouts and adults.

Our new **Showers and Restrooms** located next to the Maupin and Alto campsites are also barrier free.

We have added a limited amount of **electrical outlets** in selected campsites specifically for the convenience of special needs Scouts and Adults who must have their appliances powered. Please contact the council office if your unit has this need.



SWIM TEST

All Scouts and leaders attending Summer Camp must take the Boy Scout swim test. The BSA Swimmers test should be re-taken by all participants every 12 months or when the troop attends camp. **The troop may also hold their own "troop swim check" in accordance with B.S.A. Standards, (see "Swim Classification Procedures" # 19-122 in the forms section of this guide).**

SPECIAL HINT!!! (Yes, you can do your own prior to camp!) Units that have already completed their swim tests before arrival to camp...should present a copy of the results at check-in. Those units will receive their "Buddy Tags" at that time. The Unit Leader administering the BSA Swim test must be certified in Safe Swim Defense (this training is also held at Summer Camp). The Unit Swim Classification form must be certified by the Aquatics Director upon arrival at camp. The Aquatics Staff reserves the right to re-test any scout in their swimming ability while at camp.

This can really streamline your Sunday afternoon!

Any Scouts or leaders that didn't do an early swim test can do so on Sunday. As soon as your unit guide leads you to your campsite, your boys should prepare to take the swim test. Upon arrival at the waterfront your unit will be issued Buddy Tags. All Scouts and leaders will be classified according to their swimming ability on the following scale:

Non-swimmer: One who does not meet "Beginner" swimmer requirements.

Beginner: One who can jump into water over his head and swim a minimum of 50 feet using any stroke, with at least one sharp turn, but has not met the Swimmer requirements.

Swimmer: One who can jump into water over his head, level off and swim 75 yards in a strong manner using the trudgen, crawl, sidestroke, or breast stroke (with proper breath control) and then swim 25 additional yards using the elementary backstroke, be able to float on his back with a minimum of movement.

At our camps it is our aim that all youth be able to enjoy our Waterfront Area. This year we will again be offering swimming lessons aimed at non-swimmers and beginners with the goal of helping the scout pass his BSA swim test before the end of the week. See the Program Section for the class periods that this will be offered.



waterfront circa 1970

VEHICLES IN CAMP

NO VEHICLES WILL BE ALLOWED BEYOND THE HEADQUARTERS BUILDING. All vehicles must be parked in the camp parking lot. Note: The camp ranger will be available to move troop gear to and from campsites during Sunday check-in and Saturday checkout. Troops must be prepared to "backpack" all gear brought to or from their campsite during the week. We will

allow one vehicle per troop to carry gear during Sunday check-in and Saturday checkout (one trip only, **No buses will be permitted on the camp roads**). The speed limit throughout camp is **5 mph**. **Run headlights on bright and use hazard flashers to alert any Scouts on camp roads.** Also remember to wear seatbelts at all times.

Troop Trailers are permitted in the designated areas at campsites.

TELL YOUR PARENTS AND LEADERS that *BSA policy prohibits anyone from riding on fenders, hoods, and trunks of cars or in the open beds of pickup trucks. Untrained parents seem to be our worst offenders, be sure to share these rules with them before camp. Please help us to maintain our Camps' high standards of safety by abiding by these rules.*

DIRECTIONS TO Camp Rainey Mountain

Basically located "Approximately 6 miles west of South Carolina and 12 miles south of North Carolina". Or...

GPS users: N34.86530 W83.34285

From Atlanta...

Take I-85 North to I-985 North
(Towards Gainesville)

Stay on I-985 North, this will become Ga. 365 North

Stay on Ga. 365 North, this will merge with US 441 North

Stay on US 441 into Clayton, Ga.

Turn Right at the light on US 76 East (look for the brown "**Rainey Mtn. Scout Camp**" sign)
(Walgreens is on the right, McDonald's is on the left)

Go 4.2 miles to Rainey Mountain Road

(Keep a sharp eye out...it's easy to miss!)

Turn Left

(Look for the granite Camp Rainey Mountain sign)

Go 1.2 miles to Camp!

